AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of detecting transitions in video comprising:

    acquiring a video stream;

    dividing said video stream into a plurality of sub-sections;

    determining a probability of whether a-one or more synthesized transition effect is effects

    are present at one of the plurality of sub-sections of said video stream, wherein

    the one or more transition effects are of a specified number and a specified type;

    and

    embedding said probability into said sub-section of said video stream.

2. (Original) The method of Claim 1 wherein said determining said probability is

    performed by a classifier.

3. (Original) The method of Claim 2 wherein said classifier is provided a fixed-sized

    portion of said sub-section.

4. (Currently Amended) The method of Claim 1 further comprising outputting a location of

    said one or more transition effect effects and a duration of said one or more transition

    effect effects in said video stream.

5. (Cancelled)

6. (Original) The method of Claim 1 wherein said transition is a dissolve, a fade, a wipe, a

    iris, a funnel, a mosaic, a roll, a door, a push, a peel, a rotate, or a special effect.

7-10.   (Cancelled)

11.   (Currently Amended) A method of processing video comprising:

acquiring a first shot and a second shot from a plurality of video streams, said shots

comprising a transition free video stream;

determining a duration of a transition sequence based on probability distribution, said

transition sequence including one or more synthesized transition effects of a

specified number and a specified type;

generating said transition sequence of said duration, the transition sequence having the

one or more transition effects;

generating a video sequence comprising the transition sequence from said first shot to

said second shot for said determined duration, wherein the transition sequence is

inserted into the video sequence; and

training a classifier to detect a transition effect within said generated video sequence.

12.   (Previously Presented) The method of Claim 11 wherein said probability distribution

represents a fixed duration.

13.   (Original) The method of Claim 11 wherein said transition sequence is a dissolve, a fade,

a wipe, a iris, a funnel, a mosaic, a roll, a door, a push, a peel, a rotate, or a special effect.

14-18. (Cancelled)

19-23. (Cancelled)

24-25. (Cancelled)

26.   (Currently Amended) A machine-readable medium that provides instructions, which when executed by a set of one or more processors, cause said set of processors to perform operations comprising:

acquiring one or more video streams and a probability distribution, said video stream including a shot description;

determining a duration of a transition sequence according to said probability distribution, said transition sequence including one or more synthesized transition effects of a specified number and a specified type;

selecting, at random, a first shot and a second shot from the one or more video streams, each shot being transition free;

generating said transition sequence of said duration, said transition sequence including a one or more transition-effect effects; and

training a classifier to detect said one or more transition effect-effects within said generated transition sequence.

27.   (Currently Amended) The machine-readable medium of claim 26 wherein said one or more transition effect-includes-effects include a portion of said first shot and a portion of said second shot.

28.   (Currently Amended) The machine-readable medium of claim 26 wherein said video transition sequence includes a portion of said first shot before said transition effect, said one or more transition-effect effects, and a portion of said second shot after said one or more transition-effect effects.

29.   (Currently Amended) The machine-readable medium of claim 26 wherein said one or more transition effect-is-effects are a dissolve, a fade, a wipe, a iris, a funnel, a mosaic, a roll, a door, a push, a peel, a rotate, or a special effect.

30.   (Currently Amended) The machine-readable medium of claim 26 further comprising:

training a classifier to detect said <u>one or more</u> transition ~~effect~~ <u>effects</u> within said

generated transition sequence.

31.   (Currently Amended) The method of claim 11, further comprising:

training a classifier to detect ~~a~~ <u>the one or more</u> transition ~~effect~~ <u>effects</u> within said

generated video sequence.

32.   (Currently Amended) A system comprising:

a transition synthesizer module to generate a video sequence the video sequence

comprising <u>a transition sequence having</u> one or more synthesized transition

effects <u>of a specified number and a specified type, wherein prior to generating the</u>

<u>video sequence, a duration of said transition sequence is determined based on a</u>

<u>probability distribution</u>; and

a classifier module, the classifier module to be trained to identify a transition effect based

on the generated video sequence.

33.   (Original) The system of claim 32, wherein the transition synthesizer module to generate

the video sequence using random video shots from a plurality of video streams, the video

shots being transition free.

34.   (Currently Amended) The system of claim 32, wherein each synthesized transition effect

is associated with ~~a~~ <u>the</u> duration based on ~~a~~ <u>the</u> probability distribution.

35.   (Original) The system of claim 32, wherein the training of the classifier module comprises re-scaling a time series of frame-based feature values associated with the generated video sequence.